

Application No. 10/631,343

Status of the Claims

1. (Currently Amended) A method for managing digital file assets, comprising the steps of:

5 monitoring access to said digital assets by a user;
identifying the type one or more types of use of said accessed digital assets by said user associated with said monitored access, wherein said types of use comprise any of passive playback, passive viewing, activation, sharing, transporting, and editing;
10 assigning a score based on each identified type of use by said user associated with said monitored access;
ranking said accessed digital file assets based on accumulation of said identified use assigned scores of said digital assets; and
15 hierarchically storing said ranked digital assets in a memory based on said ranking step, wherein highly ranked digital assets are more easily accessed from said memory by the same said user than lower ranked digital assets.

2. (Original) The method of Claim 1, wherein said ranking step is based on at least one of the following: recency of use, frequency of use, and number of uses 20 of said digital assets.

3. (Original) The method of Claim 2, wherein said ranking step further comprises the step of:

25 applying a user-assigned value when generating said access hierarchy.

4. (Original) The method of Claim 1, further comprising the steps of:

assigning scores to each of said digital assets based on said use of said digital assets;

30 re-ranking said digital assets only if a score of a first digital asset exceeds a score of a second previously higher ranked digital asset by a predetermined threshold.

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5. (Original) The method of Claim 1, wherein said monitoring step comprises the step of monitoring use of digital images.

6. (Original) The method of Claim 5, further comprising the step of:

5 assigning scores for viewing, editing, and transmitting or receiving a digital image, said ranking step comprising the step of processing at least one of said assigned scores.

7. (Original) The method of Claim 1, wherein said monitoring step includes 10 monitoring digitized audio files, the method further comprising the step of assigning scores to playing, editing and transmitting or receiving said audio files, said ranking step including processing said scores.

8. (Original) The method of Claim 1, wherein said monitoring step comprises 15 the step of:

monitoring a Web browser's navigation history.

9. (Original) The method of Claim 8, further comprising the step of:

20 assigning a first score to a Uniform Resource Locator (URL) based on the length of time spent by said user visiting a Web page represented by said URL and a second score if said user downloads digital information from a Web site associated with said URL:

25 said ranking step further comprising the step of processing at least one of said first and said second scores.

10. (Original) The method of Claim 8, further comprising the steps of: 30 assigning cumulative scores to a plurality of URL's activated by said user; re-ranking said plurality of URL's only if a cumulative score assigned to a first URL exceeds a cumulative score assigned to a second previously higher ranked URL by a predetermined threshold.

11. (Original) The method of Claim 1, further comprising the step of:

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sharing said access hierarchy with a plurality of networked devices.

12. (Currently Amended) A system for managing a plurality of digital assets, comprising:

- 5 a memory for storing a plurality of digital assets;
- a processor in communication with said memory for manipulating said plurality of digital assets;
- means for monitoring access to said digital assets by a user;
- means for identifying one or more types of manipulation of said accessed
- 10 digital assets by a user associated with said monitored access, wherein said
types of manipulation comprise any of passive playback, passive viewing,
activation, sharing, transporting, and editing;
- means for assigning a score based on each identified type of
manipulation by said user associated with said monitored access;
- 15 a ranking module in communication with said processor score assignment
means and said memory to rank said digital assets based on manipulation
accumulation of said assigned scores digital assets by a user; and
- means for hierarchically storing said ranked digital assets in said memory
based on said rank of said digital assets, whereby higher ranked digital assets
- 20 are more easily accessed from said memory by the same said user than lower
ranked digital assets.

13. (Original) The system of Claim 12, wherein said digital assets are any of digital images and digital audio files.

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14. (Original) The system of Claim 13, wherein said ranking module is in communication with said processor to assign a first score to a first digital image when said processor accesses said first digital image for viewing and to assign a second score to a second digital image if said processor accesses said second digital image for editing.

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15. (Original) The system of Claim 12, wherein said ranking module ranks said digital assets at least in part based on user-assigned values.
16. (Original) The system of Claim 12, wherein said ranking module comprises an inertia algorithm that prevents a re-ranking of said digital assets unless a score of a first digital asset exceeds a score of a second previously higher ranked digital asset by a predetermined threshold.
17. (Original) The system of Claim 12, wherein said ranking module comprises an input for receiving data representative of use of said digital assets including any of frequency of use, recency of use, and number of uses of said digital assets, said ranking module being configured to factor in said data representative of said use.
18. (Original) The system of Claim 12, wherein said digital assets stored in said memory comprise digital images, said ranking module being configured to use scores assigned to said digital images to calculate a ranking of said digital images, said scores being based on specific user manipulations of said digital images, comprise any of editing, viewing, and transmitting or receiving of said digital images.
19. (Original) The system of Claim 12, wherein said digital assets stored in said memory comprise URL's.
20. (Original) The system of Claim 19, wherein said ranking module comprise an inertia algorithm that prevents a re-ranking of said URL's unless a score of at least one of said URL's exceeds a score of another of said URL's by a predetermined threshold.
21. (Original) The system of Claim 13, wherein said ranking module is in communication with said processor to assign a first score to a first digital audio file when said processor accesses said first digital audio file for playback and to

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assign a second score to a second audio file if said processor accesses said second digital audio file for editing.

22. (Cancelled)

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23. (Cancelled)

24. (Cancelled)

10 25. (Cancelled)

26. (Currently Amended) A method for managing a list of URL's that is automatically responsive to a user's Web navigation history, comprising the steps of:

15 creating a Web navigation history that records any of Web sites visited by said user, and URL's activated by said user, URL's shared by said user, and URL's transported by said user;

identifying types of use by said user associated with said navigation history, wherein said types of use comprise any of visitation, activation, sharing, and transporting;

20 assigning scores corresponding to each identified type of use by said user of said URL's in said Web navigation history based on use of said URL's;

ranking said URLs based on accumulation of said assigned scores; and

25 hierarchically storing said URL's in a memory based on said scores, wherein URL's having higher scores are more easily accessed from said memory by the same said user than URL's having lower scores.

27. (Original) The method of Claim 26, wherein said step of creating a Web navigation history comprises recording the recency and frequency with which 30 each of said URL's are activated.

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28. (Original) The method of Claim 26, wherein said step of creating said Web navigation history comprises the step of:

determining whether data downloaded from Web sites corresponding to said URL's were edited or shared by said user.

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29. (Original) The method of Claim 26, further comprising the step of:

receiving user-assigned values for each of said URL's, said step of assigning scores further comprising the step of factoring in said user-assigned values.

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30. (Original) The method of Claim 26, further comprising the steps of:

updating said Web navigation history to record Web sites visits made by said user;

15 assigning scores to each of said URL's in said updated Web navigation history based on said user's use of said URL's; and

updating said access hierarchy if a score assigned to a first URL exceeds a score assigned to a second previously higher ranked URL by a predetermined threshold.

20 31. (Previously Presented) The method of Claim 30, further comprising the step of:

allowing said user to define said predetermined threshold.

25 32. (Previously Presented) A method for managing digital assets, comprising the steps of:

monitoring the use of said digital assets by a user, comprising the step of monitoring a Web browser's navigation history;

ranking said digital assets according to the extent of said use of said digital assets;

30 33. (Previously Presented) The method of Claim 32, further comprising the step of generating an access hierarchy based on said ranking step, wherein highly ranked digital assets are more easily accessed by said user than lower ranked digital assets; and

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assigning a first score to a Uniform Resource Locator (URL) based on the length of time spent by said user visiting a Web page represented by said URL and a second score if said user downloads digital information from a Web site associated with said URL;

5 said ranking step further comprising the step of processing at least one of said first and said second scores.

33. (Previously Presented) A system for managing a plurality of digital assets, comprising:

10 a memory for storing a plurality of digital assets, wherein said digital assets are any of digital images and digital audio files;

a processor in communication with said memory for manipulating said plurality of digital assets; and

15 a ranking module in communication with said processor and said memory to rank said digital assets based on user manipulation of said digital assets;

wherein said memory is responsive to said rank of said digital assets to store said digital assets with higher ranked digital assets more easily accessed than lower ranked digital assets; and

20 wherein said ranking module is in communication with said processor to assign a first score to a first digital image when said processor accesses said first digital image for viewing and to assign a second score to a second digital image if said processor accesses said second digital image for editing.

34. (Previously Presented) A system for managing a plurality of digital assets, 25 comprising:

a memory for storing a plurality of digital assets, wherein said digital assets are any of digital images and digital audio files;

a processor in communication with said memory for manipulating said plurality of digital assets; and

30 a ranking module in communication with said processor and said memory to rank said digital assets based on user manipulation of said digital assets;

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wherein said memory is responsive to said rank of said digital assets to store said digital assets with higher ranked digital assets more easily accessed than lower ranked digital assets; and

5 wherein said ranking module is in communication with said processor to assign a first score to a first digital audio file when said processor accesses said first digital audio file for playback and to assign a second score to a second audio file if said processor accesses said second digital audio file for editing.

35. (New) A method for managing digital assets, comprising the steps of:

10 monitoring access to said digital assets by a user, comprising the step of monitoring a Web browser's navigation history;

identifying the type of use of said accessed digital assets by said user;

ranking said accessed digital assets based on said identified use of said digital assets;

15 hierarchically storing said ranked digital assets in a memory based on said ranking step, wherein highly ranked digital assets are more easily accessed from said memory by said user than lower ranked digital assets; and

assigning a first score to a Uniform Resource Locator (URL) based on the length of time spent by said user visiting a Web page represented by said URL
20 and a second score if said user downloads digital information from a Web site associated with said URL;

wherein said ranking step further comprises the step of processing at least one of said first and said second scores.

25 36. (New) A system for managing a plurality of digital assets, comprising:

a memory for storing a plurality of digital assets, wherein said digital assets are any of digital images and digital audio files;

a processor in communication with said memory for manipulating said plurality of digital assets;

30 a ranking module in communication with said processor and said memory to rank said digital assets based on manipulation of said digital assets by a user; and

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means for hierarchically storing said ranked digital assets in said memory based on said rank of said digital assets, whereby higher ranked digital assets more easily accessed from said memory by said user than lower ranked digital assets;

5 wherein said ranking module is in communication with said processor to assign a first score to a first digital image when said processor accesses said first digital image for viewing and to assign a second score to a second digital image if said processor accesses said second digital image for editing.

10 37. (New) A system for managing a plurality of digital assets, comprising:
 a memory for storing a plurality of digital assets, wherein said digital assets are any of digital images and digital audio files;
 a processor in communication with said memory for manipulating said plurality of digital assets;

15 a ranking module in communication with said processor and said memory to rank said digital assets based on manipulation of said digital assets by a user; and
 means for hierarchically storing said ranked digital assets in said memory based on said rank of said digital assets, whereby higher ranked digital assets
20 more easily accessed from said memory by said user than lower ranked digital assets;
 wherein said ranking module is in communication with said processor to assign a first score to a first digital audio file when said processor accesses said first digital audio file for playback and to assign a second score to a second audio file if said processor accesses said second digital audio file for editing.